C++ source code and grouth truth for shadow detection / removal

- **If you use the following source code and/or ground truth data, please cite the following journal article:**

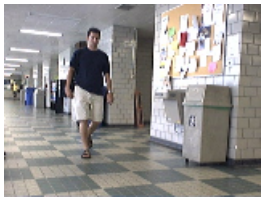
  A. Sanin, C. Sanderson, B.C. Lovell.
  Shadow Detection: A Survey and Comparative Evaluation of Recent Methods.
  Pattern Recognition, Vol. 45, No. 4, pp. 1684-1695, 2012.

- **Source Code**

  - shadows_source_code.tar.gz
  - Licensed under GPL v3+
  - Be sure to read the included **README.txt** file before using the code

- **Ground Truth Data**

Campus
· sequence
· ground truth



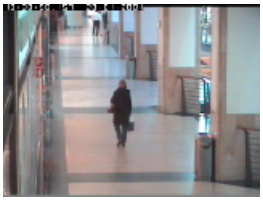
Hallway
· sequence
· ground truth

Highway 1
· sequence
· ground truth

Highway 3
· sequence
· ground truth

Lab
· sequence
· ground truth

Room
· sequence
· ground truth



CAVIAR
· sequences
· ground truth

- **Related Links**

  - C++ code for robust foreground detection / background subtraction
  - homepage of Andres Sanin
  - homepage of Conrad Sanderson
  - Armadillo C++ library